L Number	Hits	Search Text	DB	Time stamp
10	127	((loop$3 near (data or stream or datastream or frame$)) and ((compress$3 or encod$3) same transmi$7) and ((queu$3 or buffer or memory) with (datastream or data or stream)) and audio) and @ad<19991102	USPAT	2003/10/30 13:41
11	108	((loop$3 near (data or stream or datastream or frame$)) and ((compress$3 or encod$3) with transmi$7) and ((queu$3 or buffer or memory) with (datastream or data or stream)) and audio) and @ad<19991102	USPAT	2003/10/30 13:43
14	169	((loop$3 near (data or stream or datastream or frame$)) and ((compress$3) with transmi$7)) and @ad<19991102	USPAT	2003/10/30 13:46
15	62	((loop$3 near (data or stream or datastream or frame$)) and ((compress$3) with transmi$7) and audio) and @ad<19991102	USPAT	2003/10/30 14:07
18	56	(audio and (loop$3 near2 (data or stream or frame$)) and ((queu$3 or memory or buffer) same (null or empty) same transmi$7)) and @ad<19991102	USPAT	2003/10/30 14:17
23	345	((loop$3 near2 (data or stream or frame$ or datastream)) and ((queu$3 or memory or buffer) same (null or empty) same (transmi$7 or sen$4))) and @ad<19991102	USPAT	2003/10/30 14:25
24	172	((loop$3 near (data or stream or frame$ or datastream)) and ((queu$3 or memory or buffer) same (null or empty) same (transmi$7 or sen$4))) and @ad<19991102	USPAT	2003/10/30 14:26
32	1	(((loop near data) with (sound)) same audio) and @ad<19991102	USPAT	2003/10/30 14:36